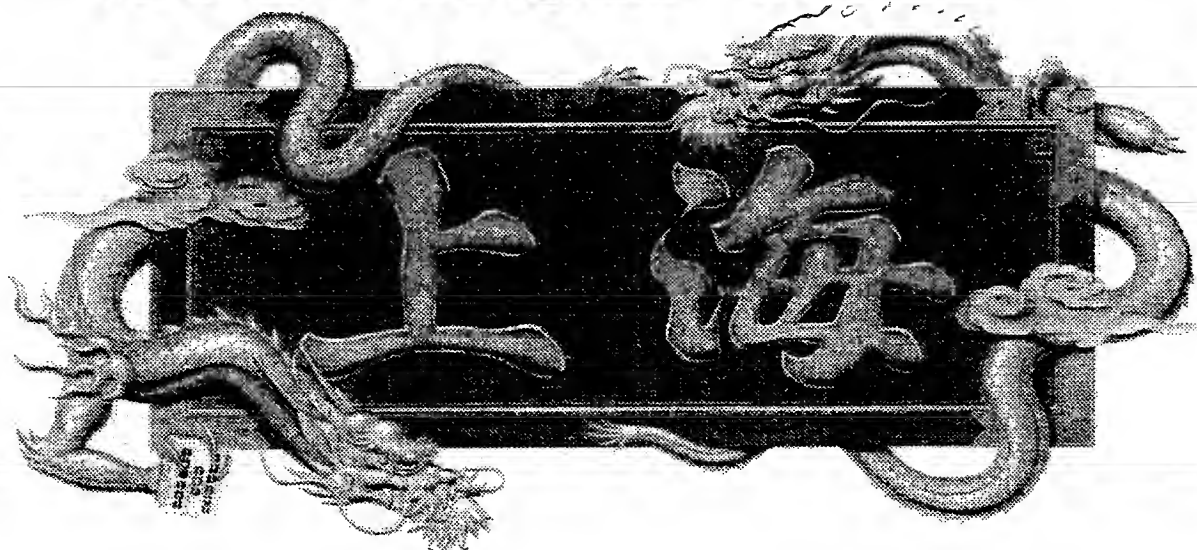


SUPER SHANGHAI



DRAGON'S EYE

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Shanghai II : Dragon's Eye is a Trademark of ACTIVISION.

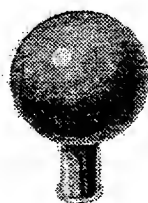
★ SERVICE INSTRUCTIONS ★

【SPECIFICATIONS】

- | | | |
|---|----------------------|--|
| ① | 8 Direction joystick | 1 × 2 |
| ② | Button Switch | 2 or 3 × 2 |
| ③ | Monitor Direction | Horizontal |
| ④ | P C B size | H 360mm × V 270mm |
| ⑤ | P C B Voltage supply | + 5 V 5 A
- 5 V 0.5 A
+12 V 1 A |
| ⑥ | Edge connector | JAMMA standard |

<note> Set the end of the PCB Connector to +5.0V for +5V voltage.
; Be sure to wire the -5V voltage.

1 . CONTROL PANEL PLACEMENT



sursor movement



choose
select



cancel



HELP

※Play is possible without a C button

2 . TEST MODE

◇Turn off the power, put DIP switch #3 to ON, then turn on the power again to get either the Cross Hatch and the Color Bar on the screen. The Cross Hatch is shown on all valid screens, adjust the display so that it appears in the middle of screen.

Also, use the Color Bar to adjust color and brightness for a clear picture.

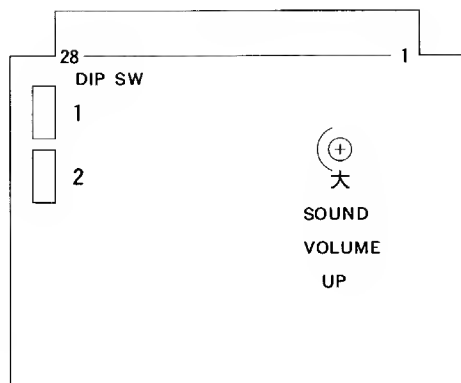
◇At the Cross Hatch and the Color Bar screen, push the A button on the Player 1 switch for Test Mode.

<Test Mode Display>

TEST MODE			
COIN A	OFF	COIN B	OFF
START1	OFF	START2	OFF
SERVICE	OFF	TILT	OFF
PLAYER 1		PLAYER 2	
UP	OFF	UP	OFF
DOWN	OFF	DOWN	OFF
LEFT	OFF	LEFT	OFF
RIGHT	OFF	RIGHT	OFF
SHOT1	OFF	SHOT1	OFF
SHOT2	OFF	SHOT2	OFF
SHOT3	OFF	SHOT3	OFF
DIP SW	L=ON	SOUND TEST	
	8 7 6 5 4 3 2 1	NO=00H	
1 :	HHHHHHHH		
2 :	HHHHHHHH		

By turning the various SWs on, the respective display switch will change from OFF to ON. For Sound Testing, move the Player 1 lever from left to right to get the 00H display; the various sounds can be heard by pushing the A button.

3. ADJUSTING PC—Board



Edge connector (JAMMA)

半田面		部品面
GND	A 1	GND
GND	B 2	GND
+5V	C 3	+5V
+5V	D 4	+5V
-5V	E 5	-5V
+12V	F 6	+12V
POST	H 7	POST
COIN METER B	J 8	COIN METER A
COIN LOCKOUT B	K 9	COIN LOCKOUT A
SPEAKER (-)	L 10	SPEAKER (+)
	M 11	
VIDEO G	N 12	VIDEO R
VIDEO SYNC	P 13	VIDEO G
SERVICE SW	R 14	VIDEO GND
TILT SW	S 15	
COIN B	T 16	COIN A
2P START	U 17	1P START
2P UP	V 18	1P UP
2P DOWN	W 19	1P DOWN
2P LEFT	X 20	1P LEFT
2P RIGHT	Y 21	1P RIGHT
2P SHOT1	Z 22	1P SHOT1
2P SHOT2	a 23	1P SHOT2
2P SHOT3	b 24	1P SHOT3
	c 25	
	d 26	
GND	e 27	GND
GND	f 28	GND

<DIP SW-1>

		1	2	3	4	5	6	7	8
ATTRACT SOUND	WITH WITHOUT	OFF ON							
SCREEN ROTATION	NORMAL REVERSE		OFF ON						
TEST MOOE	NORMAL GAME TEST MODE			OFF ON					
PLAY PRICING (COIN A)	1 COIN 1 PLAY 1 COIN 2 PLAY 2 COIN 1 PLAY 2 COIN 3 PLAY 1 COIN 1 PLAY 1 COIN 4 PLAY 3 COIN 1 PLAY 4 COIN 1 PLAY				OFF OFF OFF ON ON ON ON ON ON ON	OFF ON OFF ON OFF ON OFF ON	OFF OFF ON OFF ON ON ON ON		
PLAY PRICING (COIN B)	1 COIN 1 PLAY 1 COIN 2 PLAY 2 COIN 1 PLAY 2 COIN 3 PLAY 1 COIN 1 PLAY 1 COIN 4 PLAY 3 COIN 1 PLAY 4 COIN 1 PLAY				OFF OFF OFF OFF ON ON ON ON ON ON		OFF ON OFF ON OFF ON OFF ON	OFF OFF ON OFF ON ON ON ON	

<DIP SW-2>

		1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY(A) DIFFICULT(D)	RANK B RANK A RANK C RANK O	OFF ON OFF ON	OFF OFF ON ON						
(NOT USED)				OFF	OFF				
TILE ANIMATION	WITH WITHOUT					OFF ON			
MAH-JONG TILE	USED NOT USEO(*)						OFF ON		
"PARADISE" COURSE	WITH WITHOUT							OFF ON	
"QUEST" COURSE	WITH WITHOUT								OFF ON

(*) If Mah-Jong tiles are not used, tiles with miscellaneous markings are available.

☆ NORMAL SETTING IS ALL OFF.

★This game comes with various lievels of play. The "ADVANCED" course is for normal play, while the "PARADISE" course is for mature players and "QUEST" course for inexperienced players. "PARADISE" and "QUEST" are selectable. (Use the labels provided in the Instruction Card to show which game are preset.)

4 . HOW TO PLAY

◎ CHARACTERISTICS OF THE GAME.

This game is the motif of a puzzle game- "SHANGHAI", but the player(s) can freely choose among 3 courses of action.

"ADVANCED" course is for the person who enjoys the challenge of a genuine puzzle. The "PARADISE" course is for adult adventure.

For the inexperienced player, tile with a monster motif (rather than the mah-jong design) become the main attraction in the "QUEST" course.

Settings for these 3 courses allow for wide ranging levels of play.

In addition, games for the adults and the beginners can be preset by using the DIP switch (refer to the DIP-SW section).

◎ "SHANGHAI" RULES

Clear away all the tiles with matching pictures which have been stacked upon one another.

Only tiles that are clear on either or both sides and with no other tile on top of it can be taken.

However, among the mah-jong tiles are some tiles with seasonal or floral pictures, these tiles can be combined and removed with any other tile. clear the stage by taking all the tiles in the allotted time.

◎ HOW TO TAKE THE TILES

Move the cursor using the lever, set it upon the tile you want to take away and push the A button (the color of the tile will change). Now move the cursor to a tile with the matching picture and push the A button

(again, the color of the tile will change), push the A button one more time and both will disappear from the screen.

If the wrong tile is marked, cancel the selection by pushing the B button.

◎ GAME OVER

When all the tiles that can be taken are gone, the game is over.

Since this game is also a race against the clock, the game can end when time is out as well.

◎ HELP

By pushing the C button, or (as in the case of two button controls) by setting the cursor over the "HELP" mark at the button left of the screen and pushing the A button, a set of tiles that can be taken at that time will become the same color. To take them, push the A button; otherwise push the B button to continue play.

There are 3 HELPs to start with, but they may be increased by ITEMS.

◎ 2 PLAYERS

When two players play the game, it becomes a team effort. There is a player 1 arrow (blue) and a Player 2 arrow (red) displayed. Both players try to remove the tiles.

If one player has CREDIT during the game, a second player can enter the play.